



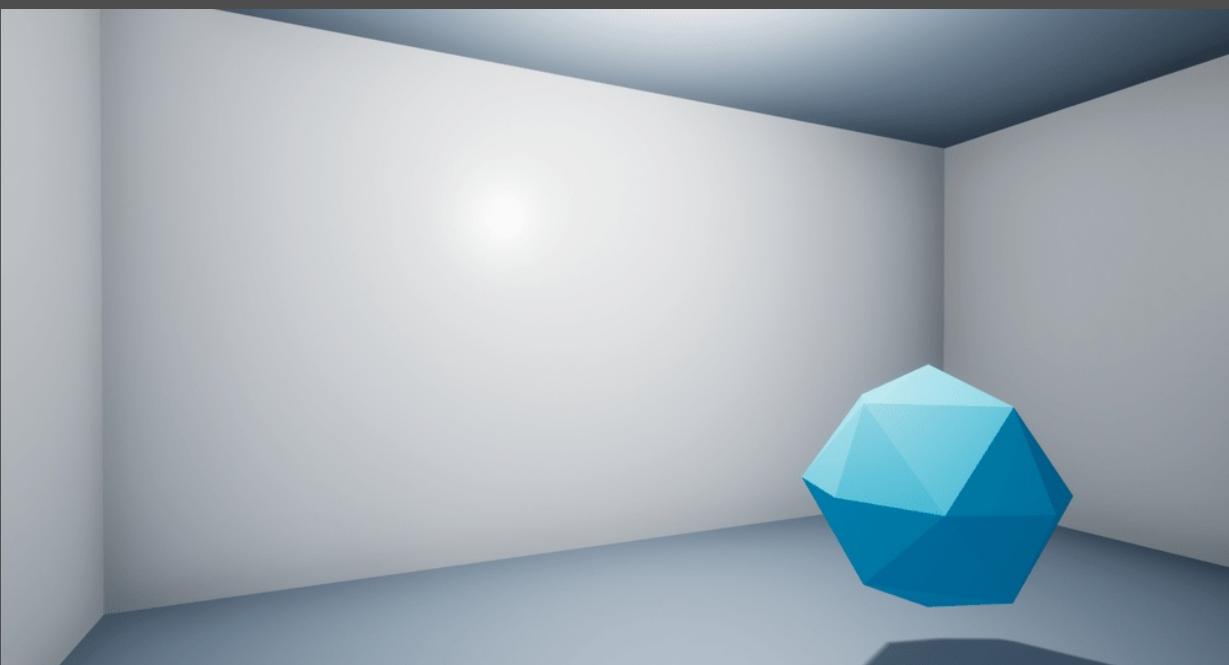
Cyberspace/0.01

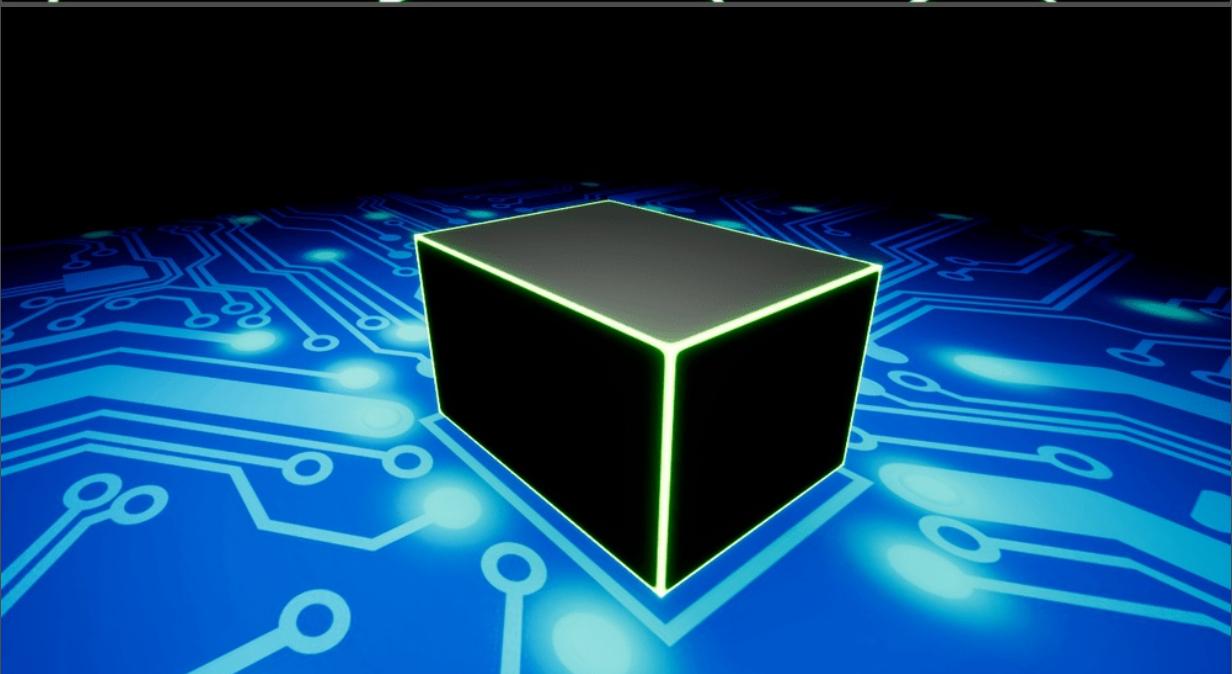
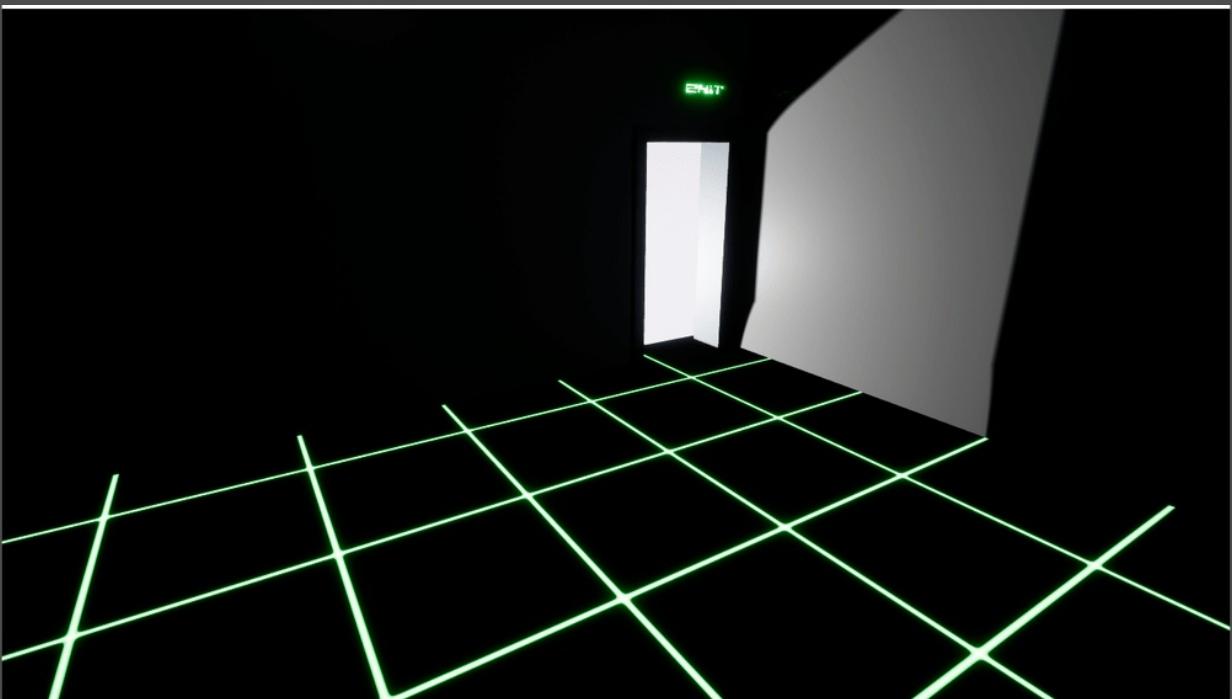
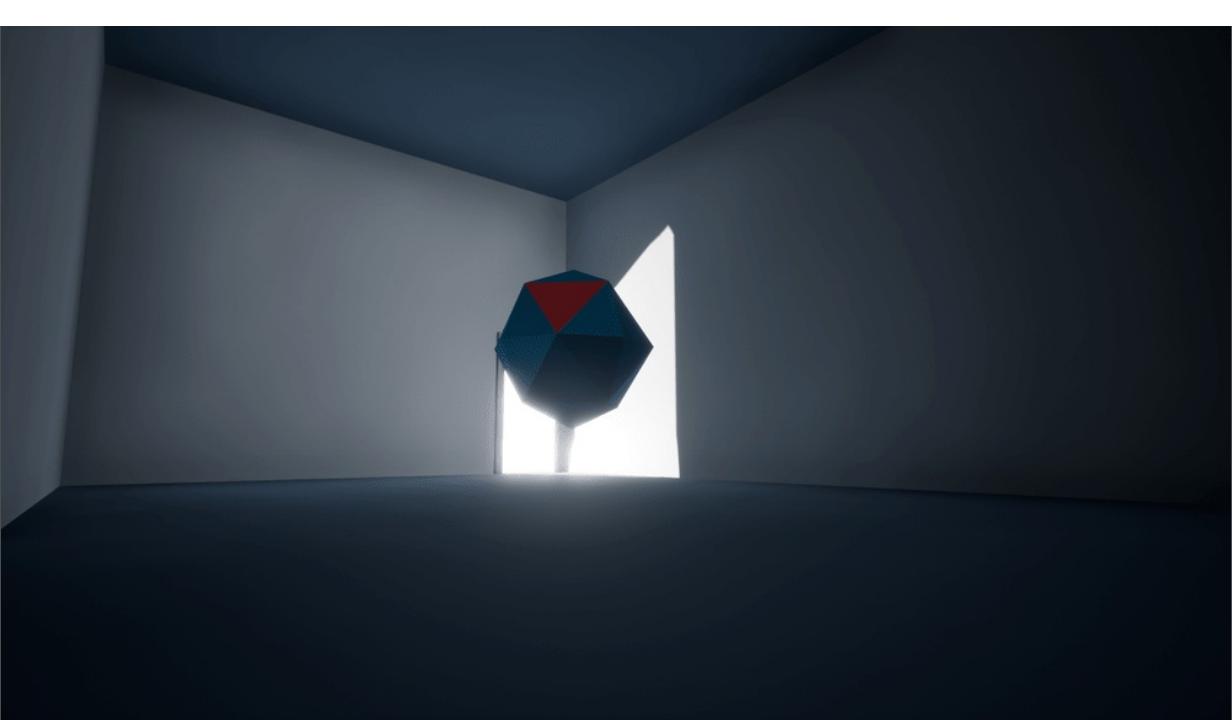
Preface

Every digital space is a cyberspace, even if some do not have a 3D representation. In the following project we will create our own cyberspace with the [Unreal Engine 4 software](#). The point is to think about the differences in the structure of digital spaces. The prototype is only developed as a mockup and is not published. Therefore, personal spatial experience cannot yet be integrated into the concept.

First attempts

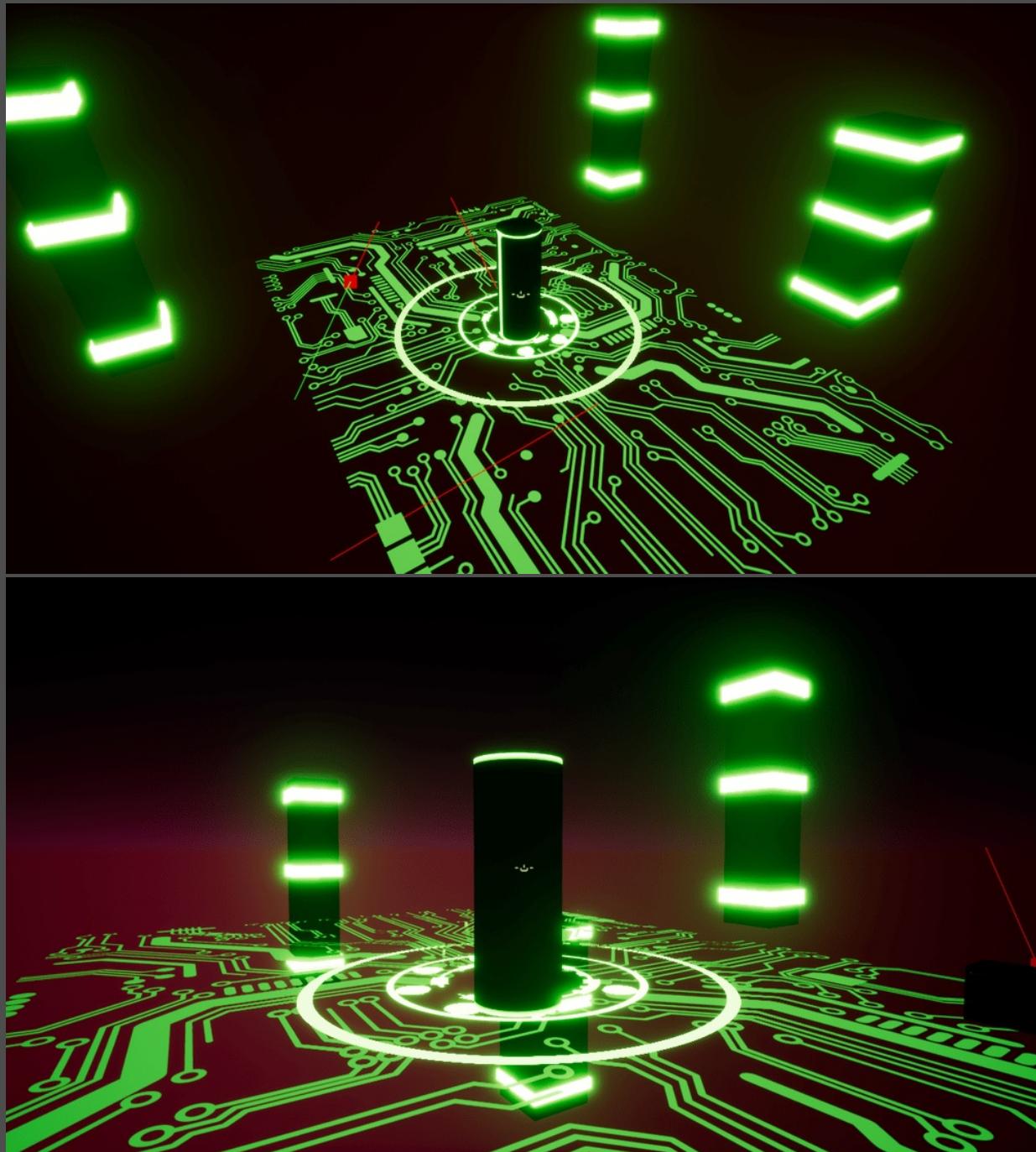
The first designs were designed as a room in which a regular polygon was to serve as a static user interface for human-computer interaction. Furthermore, the concept was to display images similar to a projector on the walls. This concept was rejected after some considerations, since it was not defined as an objective to reflect reality. Overall, cyberspace has developed as a very abstract representation, as it is not important to develop points of reference to reality. It was to be built more like a Ghibli Studios film in which reality and fantasy intermingle and form a new universe of their own. An avatar should be available for the user to connect to the digital image to explore the virtual environment. You know the concept of the third-person from computer games.

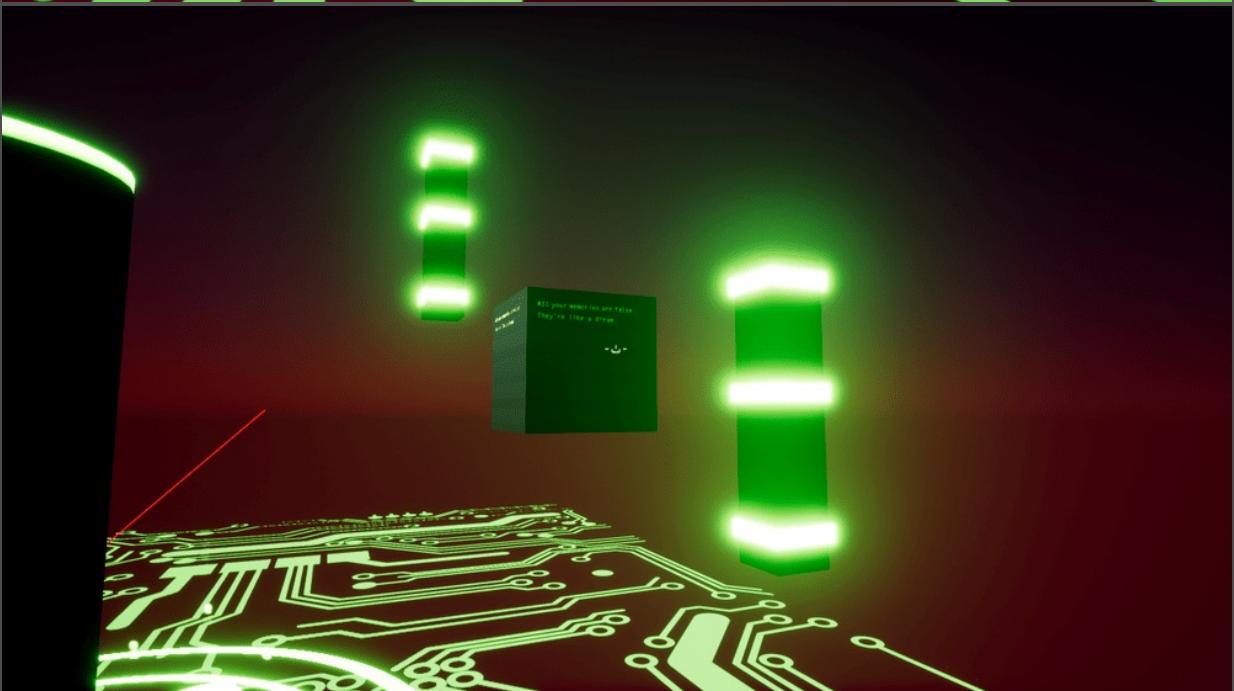
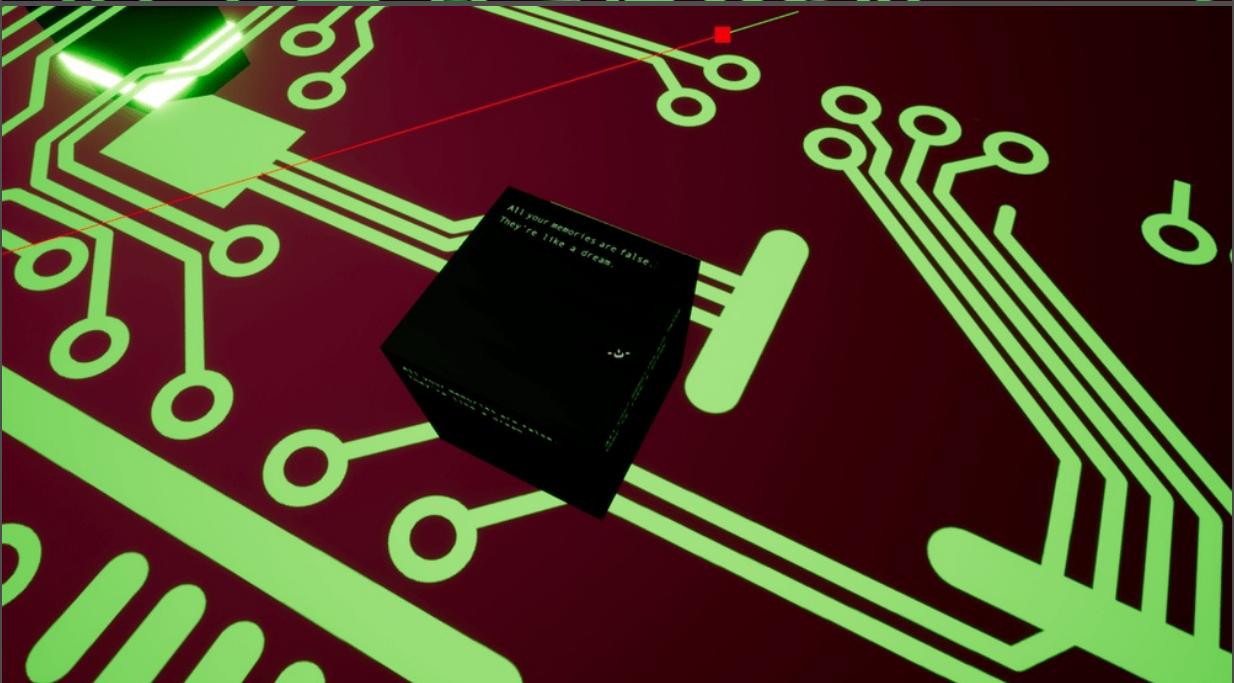




Realisation

The game engine mentioned above was already used for the implementation. All in all, the setting moves thematically in a [cyberpunk](#) setting of the 1980-90 years. Neon colors were used to create a mood in this direction. Other influences are the Sprawl trilogy (Neuromancer, Count Zero and Mona Lisa Overdrive) by [William Gibson](#), [Vaporwave](#) and films from this genre. Since this is only a first draft, it was decided not to include a game concept or goal. Although it is possible to grab and drop objects with the right mouse button, this has only been implemented as a test in cyberspace. Also functions like running, jumping and flying should only give a better picture of a three dimensional space.





Overall, the project was satisfactory and the results were documented. A second version of cyberspace is planned to be released in the 2019/20. The technology and also the design should be updated. Further functions are also planned, since cyberspace is based on cooperation with

other users.